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EXAMINER	
YOO, JASSON H	
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Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

Office Action Summary	Application No.	Applicant(s)	
	10/800,331	MURPHY ET AL.	
	Examiner	Art Unit	
	Jasson H. Yoo	3714	

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

1)☒ Responsive to communication(s) filed on *23 December 2008*.

2a)☐ This action is **FINAL**. 2b)☒ This action is non-final.

3)☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

4)☒ Claim(s) *9,11,12,14,15,17,18,32,34-39 and 41-46* is/are pending in the application.

4a) Of the above claim(s) _____ is/are withdrawn from consideration.

5)☐ Claim(s) _____ is/are allowed.

6)☒ Claim(s) *9, 11-12, 14-15, 17-18, 32, 34-39, 41-46* is/are rejected.

7)☐ Claim(s) _____ is/are objected to.

8)☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

9)☐ The specification is objected to by the Examiner.

10)☐ The drawing(s) filed on _____ is/are: a)☐ accepted or b)☐ objected to by the Examiner.

Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).

Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).

11)☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

12)☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).

a)☐ All b)☐ Some * c)☐ None of:

1.☐ Certified copies of the priority documents have been received.

2.☐ Certified copies of the priority documents have been received in Application No. _____.

3.☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

* See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

1) ☒ Notice of References Cited (PTO-892)
2) ☐ Notice of Draftsperson's Patent Drawing Review (PTO-948)
3) ☐ Information Disclosure Statement(s) (PTO/SB/08) Paper No(s)/Mail Date _____.
4) ☐ Interview Summary (PTO-413) Paper No(s)/Mail Date. _____.
5) ☐ Notice of Informal Patent Application
6) ☐ Other: _____.

DETAILED ACTION

Continued Examination Under 37 CFR 1.114

A request for continued examination under 37 CFR 1.114, including the fee set forth in 37 CFR 1.17(e), was filed in this application after final rejection. Since this application is eligible for continued examination under 37 CFR 1.114, and the fee set forth in 37 CFR 1.17(e) has been timely paid, the finality of the previous Office action has been withdrawn pursuant to 37 CFR 1.114. Applicant's submission filed on 12/23/08 has been entered.

Claim Rejections - 35 USC § 112

The following is a quotation of the first paragraph of 35 U.S.C. 112:

> The specification shall contain a written description of the invention, and of the manner and process of making and using it, in such full, clear, concise, and exact terms as to enable any person skilled in the art to which it pertains, or with which it is most nearly connected, to make and use the same and shall set forth the best mode contemplated by the inventor of carrying out his invention.

Claim 17 is rejected under 35 U.S.C. 112, first paragraph, as failing to comply with the written description requirement. The claim(s) contains subject matter which was not described in the specification in such a way as to reasonably convey to one skilled in the relevant art that the inventor(s), at the time the application was filed, had possession of the claimed invention. Claim 17 recites the claim limitation of "the user has access to a notification select from a group comprising a friend request and a cross-title game invitation to switch from an offline game to an online game". Applicant's specification discloses signing-in affords the user access to select online services such as in-game notification a cross-title game invention. Applicant's specification also

discloses that such access enables a gamer to readily switch from an offline game to an online game when the situation changes (e.g. a friend signs-in or issues an invitation to play an online game). However, Applicant's specification fails to disclose **the user has access to a notification to switch from an offline game to an online game**. Providing an online gaming service a player signs-in is not the same as providing a notification to switch from an offline game to an online game. Furthermore, in order to have access to the online services, the player must first sign-in. In other words, the game must already be switched to an online game. Applicants' specification explicitly discloses online games are games which allow users to send and receive messages and offline games are played by user(s) with access to the game console only (Applicant's specification, paragraph 3).

The following is a quotation of the second paragraph of 35 U.S.C. 112:

> The specification shall conclude with one or more claims particularly pointing out and distinctly claiming the subject matter which the applicant regards as his invention.

Claim 17 is rejected under 35 U.S.C. 112, second paragraph, as being indefinite for failing to particularly point out and distinctly claim the subject matter which applicant regards as the invention.

Claim 17 recites the limitation of the notification is a cross-titled game invitation to switch from an offline game to an online game. It is not clear how a user receives a notification if the user is playing an offline game. Applicants' specification discloses online games are games allow users to send and receive messages and offline games are played by user(s) with access to the game console only. Thus it is not clear how

messages can be received by an offline game, when Applicant's specification discloses that messages can be received only by online games.

Claim Rejections - 35 USC § 103

The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

> (a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negatived by the manner in which the invention was made.

Claims 9, 32, 37-39 are rejected under 35 U.S.C. 103(a) as being unpatentable over AOL Instant Messenger (cited from http://www.aol.com.au/site/website/aolproducts/aim/help.php March 11, 2001 version), (hereinafter "Aim'3/11/01") in view of Shambroom (US 5,923,756).

Claims 9, 32. Aim'3/11/01 discloses a messaging program named AOL Instant Messenger for a computer that allows a user to send messages instantly to another user. Since a computer is capable of playing games, the computer is considered to be a dedicated game console. The term "dedicated game console" does not functionally limit the claim. The term "dedicated game console" just refers to a computing device in which it's intended to play games. Furthermore, Applicants' specification (paragraph 98) discloses that the gaming console can be any computer device.

Before a user sends messages, the user must login to his/her account by entering the user's ID (screen name) and password (see page 2 of Aim'3/11/01). A

"Save Password" is available as an option to save time from entering a password each time the user logs in (see page 2 of Aim'3/11/01). If a user selects the "Save Password" option, an "Auto-login" option is available to automatically sign in a user when the program is launched by the computer (see page 2 of Aim'3/11/01). If a most recently signed in user selects the "auto-login" feature, then the program will sign in the most recently signed in user account. This "auto-login" feature "silently" (without asking the user to sign in) signs in the user account onto an online service without requiring action by a user. Hence the feature is called "auto-login".

Aim'3/11/01 discloses the claimed feature but fails to specifically teach that the silently signing in comprises opening a secure communication channel between the dedicated game console a security gateway based on a security ticket obtained from a key distribution center; establishing a security key configured to encrypt data transferred between the dedicated game console and the security gateway; transmitting encrypted data packets between the dedicated game console and a secure data center, the data center accessible via the security gateway; registering a presence of the specific user account by a presence server inside the secure data center; responsive to registering the presence of the specific user account, providing a user of the dedicated gaming console with access and online service available from the secure data center. Nevertheless, such modifications would have been obvious to one of ordinary skilled in the art. Aim'3/11/01 discloses a method of using a dedicated console to sign onto an online service. It is inherent that an online server (presence server and the secure data center) provides the services. Furthermore, it is inherent that that the communication is

secure. Otherwise, there will be no need to enter a user's password. The specific type of method of providing a secure communication channel between a computing device and a server as claimed is known in the art. Furthermore, as discussed in the interview (dated, 12/10/08), the claimed limitations of signing-in via a security gateway based a security ticket obtained from a key distribution center and transferring encrypted data appears to be similar to what's known in convention online sign-in process. Applicant has not provided any arguments on how the claim limitations are different over conventional sign-in process. In addition, an example of providing a secure communication channel is taught by Shambroom. Shambroom discloses a method of opening a secure communication channel between a computing device (client 610 in Fig. 4) and a security gateway (740 in Fig. 4) based on a security ticket (606 in Fig. 5) obtained from a key distribution center (900 in Fig. 4 and 600 in Fig. 5). The security key is configured to encrypt data (Fig. 5 steps 608-612). Furthermore encrypted data packet is transmitted from between the computing device and data center accessible via the security gateway (col. 11: 41). This method ensures that the user's account is secured and that the communication between the computing device and the server with the user's account is secured. Therefore it would have been obvious to one of ordinary skilled in the art at the time the invention was made to modify Aim'3/11/01 and incorporate Shambroom's method of providing a secure communication channel in order to ensure that user's account is secured and to ensure that and the communication between the computing device and the server with the user's account is secured.

Regarding claim 32, the computer to perform the auto-sign in feature as discussed above inherently requires a computer-readable to store the program.

Claim 37. Aim'3/11/01 discloses the method as discussed above, further comprising returning a status message selected from a group comprising no user Account present, automatic sign-in disabled, signing in, not signed in, and signed in (The "Auto-login" box is a message that indicates whether automatic sign-in is disabled. It is noted that the claim does not specify when the returning status message occurs. Thus the "Auto-login" message is returned when the program is loaded.).

Claims 38. Aim'3/11/01 discloses after the signing in, the user has access to one or more items selected from a group comprising a friends list (contact list or buddy list , see page 2 of Aim'3/11/01) and a notification (received instant message, see pages 1-3 of Aim'3/11/01).

Claim 39. Aim'3/11/01 discloses an auto login for an instant messenger program as discussed above. Aim'3/11/01 discloses that after a user has successfully logged, the program is used to send notifications and receive notifications to another user. However, Aim'3/11/01 fails to specifically teach the notification is selected from a group comprising a friend request and a cross-title game invitation. Nevertheless, a notification comprising a friend request and a cross-title game invitation is simply the

context of the message. Such limitation is intended use of the invention and does not give patentable weight to the invention. For example, the limitation of: *receiving a notification of, "Do you want to come to my birthday party?...=)... my place tomorrow at 5pm" from a friend, wherein the friend is a user listed under the user's buddy list*; is a notification comprising a friend request and a party invitation. An example how the claim limitation can be met is if the user receives at text message from a friend messaging, "Let's play star-craft". Since Aim'3/11/01 discloses notifications can be sent to and received from people on the user's buddy list, Aim'3/11/01 discloses the claimed limitation.

Claims 34-36 are rejected under 35 U.S.C. 103(a) as being unpatentable over Aim'3/11/01 in view of Shambroom (US 5,923,756) as applied to claim 32 above, and further in view of AOL Instant Messenger (cited from http://www.aim.com/help_faq/linux/latest_linux.adp Feb 02, 2002 version), (hereinafter "Aim'2/2/02").

Claims 34-36. The combination of Aim'3/11/01 and Shambroom discloses the claimed invention of automatically signing in a user account onto an online service as discussed above. However Aim'3/11/01 in view of Shambroom fails to specifically disclose if the signing in was unsuccessful, reporting an error; wherein the error is selected from a group comprising pass code required and sign-in failed; wherein the error is displayed in a user interface; and initiating an interactive sign in. Nevertheless,

providing an error message on a displayed user interface after an unsuccessful attempt of signing into an online service, or allowing the user to reenter a pass code after an unsuccessful attempt of signing into an online service is well known in the art. Aim'2/2/02 discloses this common feature of providing an error message. Aim'2/2/02 also discloses a messaging program named AOL Instant Messenger. When an invalid password is used to sign on, Aim displays an error message, stating that the password entered is invalid (see page 3 of Aim'2/2/02). After the error message is displayed, an interactive sign-in is available for the user to enter the correct password (see page 3 Aim'2/2/02). Displaying an error message to the user provides an indication to the user that sign-in was unsuccessful. The interactive sign-in allows the user to re-attempt the sign-in process using the correct pass code. Therefore it would have been obvious to one of ordinary skilled in the art at the time the invention was made to modify Aim'3/11/01 and Shambroom's auto sign-in feature and incorporate Aim'2/2/02 displayed error message in order to provide an indication that the auto sign-in was unsuccessful and allow the user to re-attempt the sign-in process using the correct pass code.

Claims 11-12, 14-15, 17 are rejected under 35 U.S.C. 103(a) as being unpatentable over Easley et al. (US 2002/0142842) in view of Aim'3/11/01 as supported by Aim'2/2/02, and AOL Instant Messenger (cited from http://www.aol.com.au/site/website/aolprducts/aim/new_features.php Aug. 18, 2001 version), (hereinafter "Aim'8/18/01") and in further view of Shambroom (US 5,923,756).

Easley discloses a method and a system for providing online gaming services (abstract, paragraphs 1-79). The system also provides player online services. Theses services are obtained by logging onto the online system (user login, paragraph 10, 18; registering, and entering an account, paragraph 51; using a nickname, paragraph 66). However, Easley fails to teach the auto login (or "automatically sign-in silently") or specific method of communicating between the game console and the server. Nevertheless, it would have been obvious to incorporate an auto login feature as taught by Aim'3/11/01 in view of Shambroom above. Aim'3/11/01 in view of Shambroom discloses a method of and system for silently signing in a user account (see rejection for claim 9 above). Aim'2/2/02 and Aim'8/18/01 provide additional support of the automatically sign-in feature of Aim'3/11/01. The auto login feature saves the user time from re-entering the use's login information (such as user's name and password). Thus it would have been obvious to one of ordinary skilled in the art to include this auto login feature to any computing device that requires a user to enter her/his login information. Modifying Easley's method and system for providing online gaming services with an auto-login feature will allow user to log into the online system without re-entering his/her login information. Furthermore Shambroom's method of providing a secure communication channel will ensure that the user's account is secured and that the communication between the computing device and the server with the user's account is secured. It is also noted that, Easley similarly discloses chat features (paragraph 9). Thus it can be interpreted that Easley's invention is directed to a messaging system with additional gaming features.

Easley in view of Aim'3/11/01 as supported by Aim'2/2/02 and Aim'8/18/01, and in view of Shambroom further discloses the following:

Claims 11-12, 14-15. Aim'3/11/01 discloses the claimed invention of automatically signing in a user account onto an online service as discussed above. However Aim'3/11/01 fails to specifically disclose if the signing in was unsuccessful, reporting an error; wherein the error is selected from a group comprising pass code required and sign-in failed; wherein the error is displayed in a user interface; and initiating an interactive sign in. Nevertheless, providing an error message on a displayed user interface after an unsuccessful attempt of signing into an online service, or allowing the user to reenter a pass code after an unsuccessful attempt of signing into an online service is well known in the art. Aim'2/2/02 discloses this common feature of providing an error message. Aim'2/2/02 also discloses a messaging program named AOL Instant Messenger. When an invalid password is used to sign on, Aim displays an error message, stating that the password entered is invalid (see page 3 of Aim'2/2/02). After the error message is displayed, an interactive sign-in is available for the user to enter the correct password (see page 3 Aim'2/2/02). Displaying an error message to the user provides an indication to the user that sign-in was unsuccessful. The interactive sign-in allows the user to re-attempt the sign-in process using the correct pass code. The interactive sign-in process requires the user to enter the password (authorization code) through the input device (keyboard, or the controller). Therefore it would have been obvious to one of ordinary skilled in the art at the time the invention was made to

modify Aim'3/11/01 auto sign-in feature and incorporate Aim'2/2/02 displayed error message in order to provide an indication that the auto sign-in was unsuccessful and allow the user to re-attempt the sign-in process using the correct pass code.

Regarding claims 11 and15, the limitation of "the status message window of a main menu generated by a game loaded in the dedicated game console," the software Aim is considered as a game program. Furthermore, the combination of Easley in view of Aim'3/11/01, Aim'2/2/02 and Aim'8/18/01 discloses this feature.

Regarding claim 14. The input device is considered to be a controller coupled to the dedicated game console.

Claim 17. See claim 39 above. Furthermore, the limitation of, "the notification is a cross title game invention to..." is just a notification. This limitation does not functionally define the claimed invention. Additionally, Easley discloses inviting a user to play on an online game (paragraphs 53, 62, 67-68).

Claims 18 is rejected under 35 U.S.C. 103(a) as being unpatentable over Aim'3/11/01, in view of Shambroom (US 5,923,756), as supported by Nishiumi (US 6,001,015).

Claim 18. Aim'3/11/01 in view of Shambroom discloses a method of silently signing in a user onto an online service on a dedicated game console as discussed above. The gaming device inherently stores a specific user's account data on a memory device in order to auto sign-in the user. The gaming device inherently determines if the memory device comprises data which corresponds to a specific user and silently signs in the user onto the online service. The gaming device also inherently comprises a controller (input device). However, Aim'3/11/01 fails to disclose the method coupling a controller to the dedicated game console, the controller corresponding to a specific user account present on the dedicated game console; and silently signing in the specific user account onto the online service. Nevertheless, this modification would have been obvious to one of ordinary skilled in the art. The method of coupling a controller to the dedicated game console, the controller corresponding to a specific user account present on the dedicated game console, and silently signing in the specific user account onto the online service, is method of using a memory device within a controller. This is simply a rearrangement of parts, where a memory device used to store the user's data (typically within gaming console) is rearranged to be located within a controller. It would have been obvious to one having ordinary skill in the art at the time the invention was made to modify Aim'3/11/01 and an rearrange the location of the memory device, since it has been held that rearranging parts of an invention involves only routine skill in the art. *In re Japikse*, 86 USPQ 70. Furthermore Nishiumi discloses a memory device within a gaming controller for the purpose of storing individual player's game data (col. 10:29-65).

Claim 41 is rejected under 35 U.S.C. 103(a) as being unpatentable over Easley et al. (US 2002/0142842), in view Aim'3/11/01, in view of Shambroom (US 5,923,756), and further in view of Randall Whitten (US 2002/0128068).

Claim 41. Easley discloses a method and a system for providing online gaming services (abstract, paragraphs 1-79). The system also provides player online services. Theses services are obtained by logging onto the online system (user login, paragraph 10, 18; registering, and entering an account, paragraph 51; using a nickname, paragraph 66). However, Easley fails to teach the auto login (or "automatically sign-in silently") the specific of communicating between the game console and the server, and the specific components of game console. Nevertheless, these modification would have been obvious to one of ordinary skilled in the art as discussed below.

Aim'3/11/01 discloses the claim limitation of the silently signing in an user account (auto login feature). The auto login feature saves the user time from re-entering the use's login information (such as user's name and password). Thus it would have been obvious to one of ordinary skilled in the art to include this auto login feature to any computing device that requires a user to enter her/his login information. See rejection for claim 9 above for more details.

Furthermore, Shambroom discloses the specific method for providing a secure communication channel as discussed above. It would have been obvious to one of ordinary skilled in the art to modify Easley's method and system of providing online

services to a user's game account with Shambroom's method of providing a secure communication channel in order to ensure that user's account is secured and to ensure that and the communication between the computing device and the server with the user's account is secured. See rejection for claim 9 above for more details.

Easley in view of Aim'3/11/01 in view of Shambroom discloses the claimed invention as discussed above but fails to specifically teach a plurality of controller support subassemblies supporting a plurality of controllers and a video processing pipeline for graphics process, the video processing pipeline comprising a three dimensional graphics processing unit, a video encoder, and a digital video bus configured to carry data from the three-dimensional graphics processing unit to the video encoder. However, the Examiner has no idea how the specific limitations that describes the components of the game console is relevant in further limiting the actual invention of a method of silently signing in a user account. The method of silently signing in a user account associated with a gaming device can be applied to any gaming device regardless of the specific graphical video components and the controller components of the gaming console. Thus it appears that the specific limitations of the graphical video components and the controller components of the gaming console are design choices. Such modifications would have been obvious to incorporate in order to use auto-sign in a user account using any type of gaming machine.

Furthermore, Randall Whitten discloses the claimed limitation of a plurality of controller support subassemblies supporting a plurality of controllers (240 and 104 in Fig. 2) and a video processing pipeline for graphics process, the video processing

pipeline comprising a three dimensional graphics processing unit (220), a video encoder (222), and a digital video bus configured to carry data from the three-dimensional graphics processing unit to the video encoder (described in paragraph 33). It would have been obvious to one of ordinary skilled in the art to modify Easley in view of Aim'3/11/01 in view of Shambroom's method of silently signing-in a user's account associated with a game console, and incorporate the speceific game components as disclosed by Randall Whitten in order to auto-sign in a user account using any type of gaming machine including Randall Whitten's gaming machine.

Claims 42, 44 and 44 are rejected under 35 U.S.C. 103(a) as being unpatentable over Easley et al. (US 2002/0142842), in view Aim'3/11/01, in view of Shambroom (US 5,923,756), and in view of Randall Whitten (US 2002/0128068) as applied to claims 9, 32 and 41 above, and as supported by Nishiumi (US 6,001,015).

Claim 42, 44, 45. The combination of Easley,Aim'3/11/01, Shambroom and Randall Whitten discloses a method of silently signing in a user onto an online service on a dedicated game console as discussed above. The gaming device inherently stores a specific user's account data on a memory device in order to auto sign-in the user. The gaming device inherently determines if the memory device comprises data which corresponds to a specific user and silently signs in the user onto the online service. The gaming device also inherently comprises a controller (input device). However, Aim'3/11/01 fails to disclose the method coupling a controller to the dedicated

game console, the controller corresponding to a specific user account present on the dedicated game console; and silently signing in the specific user account onto the online service. Nevertheless, this modification would have been obvious to one of ordinary skilled in the art. The method of coupling a controller to the dedicated game console, the controller corresponding to a specific user account present on the dedicated game console, and silently signing in the specific user account onto the online service, is method of using a memory device within a controller. This is simply a rearrangement of parts, where a memory device used to store the user's data (typically within gaming console) is rearranged to be located within a controller. It would have been obvious to one having ordinary skill in the art at the time the invention was made to modify Aim'3/11/01 and an rearrange the location of the memory device, since it has been held that rearranging parts of an invention involves only routine skill in the art. *In re Japikse*, 86 USPQ 70. Furthermore Nishiumi discloses a memory device within a gaming controller for the purpose of storing individual player's game data (col. 10:29-65).

Claims 43 and 46 are rejected under 35 U.S.C. 103(a) as being unpatentable over Easley et al. (US 2002/0142842), in view Aim'3/11/01, in view of Shambroom (US 5,923,756), in view of Maehrio (US 2002/0062350) and in further view of Pennock (US 6,807,532).

Claim 43 and 46. The combination of Easley, Aim'3/11/01 and Shambroom discloses a method and system for silently signing-in a user account associated to a game device (see claim 9 for more details). However, the combination of Easley, Aim'3/11/01 and Shambroom fails to specifically teach that after the signing in, the user has access to a friends list comprising a name of friends, an online or offline status of each one of the friends, and a game each one of the friends is playing, and a voice enable status of each on the friends. However, these limitations are directed to the specific service provided for the user account, after the method of silently signing-in a user, and does not further define the actual invention of silently signing-in a user account. Thus, it would have been obvious to one of ordinary skilled in the art to modify Easley in view of Aim'3/11/01 and in view of Shambroom's method of silently signing-in a user's game account, and provide various type of services as claimed. Furthermore these online services are well known in the art as discussed below.

In an analogous art to online services Maehiro discloses the user has access to a friends list comprising a name of friends (Fig. 6), an online or offline status of each one of the friends (606 and 607 in Fig. 6), and a game each one of the friends is playing (608 in Fig. 6, and paragraph 94).

In an analogous art to online services, Pennock discloses a voice enable status of each on the friends (56 in Fig. 6, and col. 7:10-22).

It would have been obvious to one of ordinary skilled in the art to modify Easley in view of Aim'3/11/01 and in view of Shambroom's method of silently signing-in a user's

game account, and provide various type of online services as taught by Maehiro and Pennock.

Response to Arguments

Applicant's arguments with respect to claims 9, 11-12, 14-15, 17-18, 32, 34-39, 41-46 have been considered but are moot in view of the new ground(s) of rejection.

Regarding claim 17 rejected under 35 U.S.C. 112, 2nd paragraph, Applicant argues that the specification discloses signing-in affords the user access to select online services such as in-game notification a cross-title game invention. Applicant's specification also discloses that such access enables a gamer to readily switch from an offline game to an online game when the situation changes (e.g. a friend signs-in or issues an invitation to play an online game). However, Applicant has not provided any arguments or support to clarify how a user receives a notification if the user is playing an offline game. Furthermore, as noted in the 35 U.S.C 112 1st paragraph rejection, Applicant's specification fails to disclose **the user has access to a notification to switch from an offline game to an online game**. An online gaming service that is provided after the player signs in (as disclosed in Applicant's specification) is not the same as providing a notification to switch from an offline game to an online game. If the player has already signed in (claim limitation of "after the silently signing in") there would be no need to notify the player to switch from an offline game to an online game because the player is already receiving online services (or playing an online game).

Conclusion

Any inquiry concerning this communication or earlier communications from the examiner should be directed to Jasson H. Yoo whose telephone number is (571)272-5563. The examiner can normally be reached on 9:00am - 5:00pm.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Dmitry Suhol can be reached on (571) 272-4430. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

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